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~ New Oxford Entries!

$$= \sim = \sim = \sim =$$

"Saying it like it is!"

Until next time...

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If the winner of the next-generation console war were to be decided today, Sony would undoubtedly walk away victorious. The Xbox One debut has been an unmitigated PR disaster for Microsoft, which didn't bother to ensure that it had simple, clear explanations in place for its various confusing

policies surrounding used games, game-sharing and connectivity requirements. As a result, blogs have been reporting misinformation and gamers have been getting angrier and angrier. To make matters worse, several Xbox One policies aren't very gamer-friendly, so many people remained upset even once the air had been cleared. But despite the PR nightmare Microsoft and its public relations firm are dealing with right now, it's still way too early to declare a winner in the coming battle for gamers' hearts and wallets.

The bloggers have been quick to declare Sony's PS4 the winner of this year's E3 conference battle of the new consoles, a reversal of Microsoft's victory in the 2005 faceoff between the PS3 and the Xbox360, Sector & Sovereign Research analyst Paul Sagawa wrote in a recent research note. However, the reasons for the enthusiasm for PS4 are decidedly conservative.

The analyst notes that bloggers are listing the PlayStation 4's lower price, more lenient DRM policies, better game-sharing and used games policies and lack of a connectivity requirement as reasons the PS4 will dominate the Xbox One in the coming years. He says that while Sony's decidedly conservative strategy of making the PS4 user experience nearly identical to the PS3 experience might pay off in the near-term, it could potentially hurt Sony in the long run since the company isn't thinking outside the box or introducing any exciting new technologies.

I think it is way too early to declare a winner in the multiyear battle that will not even begin until November, Sagawa wrote. Xbox One is more expensive, but the package includes the new and improved Kinect. The previous version had sold for an additional \$100 when combined with the older Xbox 360 console. Sony also offers a motion sensor, the Eye, considerably less sophisticated than the new Kinect and a \$59 option for PS4 buyers.

He continued, The new Kinect is a technical marvel able to track movements of 6 different people across an impressively large coverage area, sensitive to finger movements, facial expressions and even heartbeats, and able to see in the dark with its infrared sensor. This industry leading gesture and voice control system is a new variable in the equation, opening a range of options to game and application developers that is limited only by their imaginations.

The analyst says that Microsoft's connectivity requirement is controversial but understandable considering the console's reliance on cloud services. He also says that while users are taken aback by Microsoft's DRM policy, developers love it and gamers tend to go where the best games are. Additionally, DRM isn't necessarily a barrier to used game sales, of course.

Over time, I expect Microsoft will let the console price come down as volumes drive cost improvements, Sagawa wrote. Moreover, gamer appreciation for the benefits of the Kinect and the Xbox Live cloud will also grow with time and exposure. Those benefits go far beyond the gaming market, as Xbox One is also designed as a game-changing media access box as well, fronting the living room cable-box with that slick Kinect interface and delivering web streaming video content over the Xbox Live cloud service.

For a gamer of a certain age and temperament, Nintendo has long been the domain of a dynasty of character-kings: Donkey Kong, Mario, Luigi and Link. Now, in 2013, Nintendo is turning to those old reliable figures once again, in the hopes that they can save with furry paw, Master Sword and flower power the flagging Wii U.

Though Nintendo's Wii U launched in 2012 to mixed reviews and lower-than-expected sales has underperformed thus far, Nintendo representatives betrayed nothing but optimism for the console's future at this year's E3 here in Los Angeles. The Japanese gaming giant has set up a large, consistently crowded booth for gamers to test out those new titles with familiar stars: A new Donkey Kong; a new Super Mario 3D; the long-awaited followup to the last Pikmin game; a new Zelda; a new Mario Kart; and, soon, a new Super Smash Brothers.

Can these throwback games entice reluctant buyers to purchase a Wii U in its second year of availability? Or has the fate of the Wii U been sealed both by the imminent launches of breathlessly hyped new consoles and by the early hiccups that hamstrung the system upon its own release?

Nintendo people are predicting a renaissance, a rebirth. Their reference point is the Nintendo 3DS, a handheld gaming device that sold slowly when it was released but picked up steam the following year after a price cut and the availability of games like Luigi's Mansion and New Super Mario Bros 2. 2013 and the availability of Donkey Kong Country: Tropical Freeze and Mario Kart 8 will be the unofficial sequel to that story, they promise.

There is reason to be skeptical of that optimism. First, Nintendo is not discussing any type of price cut to the Wii U despite its slow sales; the basic Wii U costs \$299, which is less than the expected price of \$399 for the PlayStation 4 and \$499 for the Xbox One.

And second well, the PlayStation 4 and Xbox One are coming out later this year, perhaps siphoning off potential Wii U sales. The emergence of those two competitors is something the 3DS really didn't have to reckon with on a comparable scale in 2012.

Still, Nintendo has attracted an impressive amount of attention for an old-hat system. This year's E3 gaming conference was supposed to be dominated by Sony and Microsoft. Those were the two companies with new gaming consoles to launch the PlayStation 4 and the Xbox One, respectively and the ones who had rented out cavernous, pyrotechnic-enabled arenas to host thousands of journalists and live-stream to millions of gamers viewing on laggy video players around the world. This E3 was supposed to exist for them to make their case, to convince those gaming nerds torn apart from esophagus to kidney by an inner turmoil over whether to purchase the One or the Four this Christmas. This was supposed to be a launchpad for one of those two machines to rocket off into the glory of space, leaving its poor competitor to choke on its contrails. The Wii U was not even part of the conversation when E3 began.

That Nintendo has made headlines and attracted winding lines of gamers to its booth represents at least a sign of hope for the Wii U. The marketing team and game designers have done their job; now we'll wait to see if Donkey Kong, Zelda and Megaman can still do theirs.

Xbox One s \$499 Price Tag Called Dangerous

The Xbox One s \$499 price tag might not just be a lot to ask of gamers eager to embrace the next generation of video game consoles, it might be flat-out dangerous. Microsoft has had a rough couple of weeks following the debut of the Xbox One. The console s controversial game-sharing and used game policies have drawn a great deal of criticism from bloggers and gamers alike, and even Microsoft s exciting new Kinect sensor is drawing fire. But everything else aside, one industry watcher believes it s the Xbox One s price tag that will scare away a large portion of Microsoft s potential customers.

The Xbox One will retail at \$499 when it releases in November, and that could prove a very dangerous price for Microsoft s new console, Forbes contributor Dave Thier wrote in a recent post. That number is so dangerous to Microsoft because it won t play with casuals, especially not in year one. It is a price aimed directly at the core gaming community.

He continued, Hardcore gamers are the only people who spend that much money on new consoles they re the ones who need to experience the biggest, newest games, no matter what the cost, and they re the ones who can prop up a system until it grabs a large enough install base. But they re also the people who have been most vocal about their displeasure with Microsoft Xbox One s used games policies. To say that the Xbox One is unpopular in the forum communities right now would be an understatement.

Thier argues that at a lower price, Microsoft would have been able to lure the casual consumer, interested in fantasy football and TV integration, but less concerned about DRM and the philosophical implications of always-online. At \$499, the broader audience will probably be scared away.

Microsoft is expected to offer a lower-cost Xbox One option at some point, but it is unclear if it will be made available shortly after the new console launches in November or several years down the road. While some like the new Xbox s odds thanks to the innovative new Kinect sensor and the intriguing home TV service integration, the high price tag may certainly be a barrier.

Sony: 'PlayStation 4 Won't Impose Any New Restrictions on Used Games'

Sony has announced that its upcoming PlayStation 4 console will not impose restrictions on used games, nor will it require an online connection. Speaking at the company's E3 keynote, SCEA president and CEO Jack Tretton took pointed swipes at rival Microsoft, which will require Xbox One users to connect to the internet once every 24 hours, and is allowing publishers to block access to used games.

"PlayStation 4 won't impose any new restrictions on used games. This is a good thing," said Tretton, to huge applause from the audience in attendance. "When a gamer buys a PS4 disc, they have the rights to that copy of the game." Tretton added that disc-based games "won't stop

working if you haven't authenticated within 24 hours."

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A-ONE's Headline News
The Latest in Computer Technology News
Compiled by: Dana P. Jacobson

Nine Companies Tied to PRISM, Obama Will Be Smacked With Class-Action Lawsuit

Attorney Larry Klayman hopes to turn up the legal heat on President Barack Obama over his administration's secret domestic surveillance programs.

Former Justice Department prosecutor Larry Klayman amended an existing lawsuit against Verizon and a slew of Obama administration officials Monday to make it the first class-action lawsuit in response to the publication of a secret court order instructing Verizon to hand over the phone records of millions of American customers on an "ongoing, daily basis."

Klayman told U.S. News he will file a second class-action lawsuit Wednesday in the U.S. District Court for the District of Columbia targeting government officials and each of the nine companies listed in a leaked National Security Agency slideshow as participants in the government's PRISM program.

According to the slideshow, the PRISM program allows government agents direct, real-time access to the servers of nine major tech companies, including AOL, Apple, Facebook, Google, Microsoft, PalTalk, Skype, Yahoo! and YouTube.

U.S. News did not seek comment from the companies, all of which have denied any knowledge of or participation in the PRISM program.

Klayman said he hopes the two lawsuits will be considered jointly as companion cases.

The class-action lawsuit against Verizon says the defendants violated customers' "reasonable expectation of privacy, free speech and association, right to be free of unreasonable searches and seizures and due process rights."

"This case challenges the legality of Defendants' participation and conduct in a secret and illegal government scheme to intercept and analyze vast quantities of domestic telephone communications," says the lawsuit against Verizon, which also names as defendants President Barack Obama, Attorney General Eric Holder, NSA director Keith Alexander and federal judge Roger Vinson, the FISA court judge who approved the leaked April order.

Klayman told U.S. News the Verizon lawsuit will be served to the named defendants. "Either they will file an answer or move to dismiss" the complaint, Klayman said, "[but] we're confident the case will proceed."

Within a few months, Klayman said, the court will likely define the "class" the suit seeks to represent by ruling that "everyone's in" or by allowing Verizon customers to either opt-in or out-out of the class. Currently the suit only represents a Pennsylvania couple.

Sen. Rand Paul, R-Ky., said during a Sunday appearance on Fox News that he intends to file a class-action lawsuit against Verizon and the Internet companies over the surveillance programs, but it's unclear how exactly he will proceed with the plans.

"I'm going to be asking all the Internet providers and all of the phone companies: Ask your customers to join me in a class action lawsuit," Paul said Sunday. "If we get 10 million Americans saying we don't want our phone records looked at, then maybe someone will wake up and something will change in Washington."

Paul "effectively endorsed our case," Klayman said, speculating that the senator "must have known about it." Although a copy of the Verizon lawsuit was sent to Paul's office, the attorney said he received no response. Klayman founded the pro-transparency legal group Judicial Watch in 1994 and currently leads an organization called Freedom Watch.

Man Linked to Anonymous Pleads Guilty to Hacking

An Ohio man linked to the hacker collective Anonymous has reversed course to plead guilty to charges that he breached police-agency websites, under an agreement with the federal government that calls for prison time and nearly \$230,000 in restitution.

Court documents filed April 15 show 22-year-old John Anthony Borell III has agreed to plead guilty to five charges related to the hacking of law enforcement websites in Utah, California, New York and Missouri.

The Toledo, Ohio, man would receive three years in prison and have to pay restitution under the agreement, which still needs court approval.

Borell is scheduled to appear before a judge at an Aug. 21 hearing for approval of the plea deal, and sentencing.

A spokeswoman for the U.S. Attorney's Office in Utah declined to comment on the agreement. Messages left with Borell's attorney Jamie Zenger were not immediately returned Tuesday.

As part of the deal, Borell would admit to hacking into the websites for Salt Lake City police; the Utah Chiefs of Police Association; police in Syracuse, N.Y.; the city of Springfield, Mo.; and the Los Angeles County Canine Police Association. He also would admit to hacking into a local community website in Illinois called "Pendleton Underground."

The attacks all occurred between September 2011 and February 2012.

Borell was arrested in March of that year after he took credit for taking down the websites on his Twitter account.

"Regarding all of these hacks, I knew that what I was doing was illegal," Borell states in court records. "I admit that I intentionally caused

damage to protected computers by my conduct."

Borell had been detained in a halfway house but was granted a court-approved release to live with his girlfriend in Toledo until his sentencing in August.

FBI officials have said the hacking gained access to citizen complaints about drugs and other crimes, including phone numbers, addresses and other personal data of informants. It also exposed some personal information on police officers.

The Utah police chiefs' website was compromised on Jan. 19, 2012, and was back online after a few days. But the Salt Lake City police site wasn't relaunched until four months after it went down on Jan. 31. Officials said the city spent \$33,000 to repair damage to their website and beef up security.

The attacks on the servers came around the same time that a spate of Internet attacks attributed to Anonymous occurred around the country.

FBI investigators traced Borell through his Internet address associated with the Twitter account.

Anonymous is a group of loosely organized Internet enthusiasts, pranksters and activists whose targets have included financial institutions such as Visa and MasterCard, the Church of Scientology and law enforcement agencies.

German Parliament Says: Stop Granting Software Patents

The German Parliament, the Bundestag, has introduced a joint motion against software patents. The resolution urges the German government to take steps to limit the granting of patents on computer programs.

In the resolution, the Parliament says that patents on software restrict developers from exercising their copyright privileges, including the right to distribute their programs as Free Software. They promote the creation of monopolies in the software market, and hurt innovation and job creation.

"Software patents are harmful in every way, and are useless at promoting innovation", says Karsten Gerloff, President of the Free Software Foundation Europe. "We urge the German government to act on this resolution as soon as possible, and relieve software developers from the needless patent-related costs and risks under which they are currently suffering."

Software patents are illegal under the European Patent Convention. Nevertheless, the European Patent Office has granted tens of thousands of patents covering software. As a result, software developers constantly risk being accused of patent infringement. This causes legal uncertainty which is costly for large companies, and potentially deadly for small ones.

The Parliament's resolution reminds the government that, under the EU's Computer Programs Directive, software is covered by copyright, not patents. It calls on the government to finally put the directive's

"copyright approach" into practice, and make German law more concrete in this regard. It also points out that the restrictions which patents impose are incompatible with the most widely used Free Software licenses.

For any future initiative to reform European rules on copyright and patents, the Parliament asks the German government to make sure that developers' economic exploitation rights for their programs are not restricted by patents. The government should also push to ensure that software is covered by copyright alone, and that patent offices (including the European Patent Office) stop granting patents on software.

New Myspace Takes It Back to the Future

Tim and Chris Vanderhook think Myspace had it right at one point. And they believe they've revived and improved that formula for success as the revamped first titan of social media debuts its latest incarnation.

The Vanderhooks unveiled the new Myspace.com Wednesday, revealing a site focused on entertainment that combines social networking with streaming music. There are new features aimed at helping musicians, writers and other artists connect with their followers, an app and a radio function.

"Today more than ever there's this need for a creative ecosystem that kind of caters to the creative community and that's both a social network and the streaming services attached," Tim Vanderhook said. "For us when we looked at it, we really talked to a lot of artists and ... they all said, 'I use all these various platforms but none of them really do what we need.' What they really needed, they explained to us, was a home."

The launch comes nearly two years after the Irvine, Calif.-based Specific Media owners teamed with Justin Timberlake to buy the ailing website for \$35 million, a fraction of the \$560 million News Corp. paid for it in 2005.

The new owners briefed media this week in the run-up to release. Timberlake was not made available, but the company says he provides the strategic vision for the company and was the person behind the idea of focusing on the creative community.

The Vanderhooks believe the previous owners made a mistake when they tried to compete with emerging force Facebook. At its peak, they believe Myspace was driven by a sense of discovery and sharing. Bands, for instance, would post songs, tour schedules and blogs for fans to follow. It was more direct than a website and gave users the first true sense of social media's larger possibilities.

"Everyone had a lot of fun on Myspace at one point," Chris Vanderhook said. "It's easy to kick it and say, oh, yeah, Myspace sucks now, but everyone had fun on Myspace before. It's just that they didn't keep pace with technology and they didn't keep up with the times."

The site continues to help those bands (or filmmakers or writers) with analytics that measure fan response and other tools to help them grow.

And by focusing on artists initially, they're gambling fans will soon follow in large numbers.

"We think the creative class is about 38 million people in the United States and growing every single day," Tim Vanderhook said. "And by really servicing that group, we think reaching out to one level past that all of their fans and the creative consumers that like this type of entertainment we think are going to be critical to our success."

The deal to purchase Myspace drew plenty of attention partly for Timberlake's involvement and partly for what seemed the foolhardy nature of the venture. Even the Vanderhooks admit Myspace was on a downward spiral that should have ended in the site's demise. But they became infatuated with it in 2008 as they watched it fade and were convinced it could be rescued.

The revamped site debuts at a particularly competitive time, however, with Apple launching iRadio this week and other established brands like Google moving into the streaming field using the subscription model, the radio model or both.

The Vanderhooks don't start from scratch, however. They say the site still has 27 million users in the United States and about twice that worldwide. Those users will be switched to the new site Wednesday and the previous version will disappear.

"Keep playing up the crazy angle so when people actually do decide that we made a good decision, it will serve our ego even bigger," Chris Vanderhook said with a laugh. "To the average person out there they think you're totally nuts, but no, I don't think we're crazy, to be honest."

Facebook Introduces Hashtags

Facebook is introducing hashtags, the number signs used on Twitter, Instagram and other services to identify topics being discussed and allow users to search for them.

Facebook Inc. said in a blog post Wednesday that users will be able to click a hashtag to see a feed of discussions about a particular topic. For example, typing a number sign in front of "ladygaga" or "sunset" will turn the words into a link that users can click on to find posts about Lady Gaga or sunsets.

Facebook said hashtags are a first step toward making it easier for users to find out what others are discussing. The company is not giving exact details about other tools it might introduce. If Twitter's use of hashtags is any indication, Facebook will likely incorporate them into its advertising business.

"We'll continue to roll out more features in the coming weeks and months, including trending hashtags and deeper insights, that help people discover more of the world's conversations," wrote Greg Lindley, product manager for hashtags, in the post.

The hashtags will conform to users' privacy settings so putting a hashtag in a post that's only visible to your friends won't make it show up for anyone other than your friends.

Facebook said it will make the clickable hashtags available to users in

the coming weeks, beginning on Wednesday. Though hashtags haven't worked on Facebook until now, many people were using them anyway, having grown accustomed to them on Twitter, Instagram and elsewhere.

Using hashtags will help users gain a larger view of what others are talking about, Lindley said.

Facebook To Hold Mysterious Product Launch Event

Facebook seems to have even more products up its sleeve. On the heels of releasing its new hashtag feature this week and the roll out of its new iPhone and Android features, the company will hold an event on Thursday, June 20 at its headquarters in Menlo Park, Calif. to show off a "new product."

"A small team has been working on a big idea," the invitation reads. "Join us for coffee and learn about a new product."

The event invitation was sent to reporters today, though not through the usual digital means. Nope, ABC News didn't receive the invite over email or even Facebook, but in a clean white envelope sent via snail mail. No, there wasn't a chat head stamp.

The mysterious invite is almost as mysterious as the upcoming event.

There have been few rumors about Facebook releasing major product updates over the past few weeks. Facebook did say earlier this week that it would be making additional announcements over the coming weeks about its public conversation features.

"We'll continue to roll out more features in the coming weeks and months, including trending hashtags and deeper insights, that help people discover more of the world's conversations," Facebook's Greg Lindley wrote on Facebook's blog this week. However, Facebook did not hold an event this week for the hashtag release.

Whatever it is that Facebook has up its sleeve, ABC News will be covering the event on June 20. In the meantime, tell us what you might want to see Facebook announce in the comments.

HP Extends Support for OpenVMS through Year 2020

HP announced it will extend engineering support for HP Integrity i2 servers, and offer software updates and support for customers with OpenVMS operating systems through at least the end of 2020.

The company will continue to provide regular software updates and support for OpenVMS 8.4 to ensure its thousands of OpenVMS customers can confidently run their environments for the next seven years with updates and support from HP, with consideration for an extension.

HP also will extend sales of HP Integrity i2 servers based on the Intel Itanium processor 9300 series through 2015. These servers offer OpenVMS customers significant gains in performance and resiliency over prior

generations. Sales of HP Integrity i2 server upgrades for OpenVMS customers will be extended through 2016. HP also will provide engineering support for these servers through 2020.

HP will not support OpenVMS on its HP Integrity i4 servers based on Intel Itanium processor 9500 series, commonly known as Poulson.

HP also reaffirmed that it will introduce new HP NonStop systems based on the Intel Itanium processor 9500 series. Consistent with Intel's published roadmap, HP also will launch HP Integrity servers based on the Intel Itanium processor, codenamed Kittson.

For organizations evaluating options for their future computing environments, HP Technology Services offers support in planning future mission-critical environments with recommendations for optimization, transitions and risk mitigation.

HP Project Odyssey remains a key strategy to deliver mission-critical capabilities to customers by offering the scalability, continuous availability and efficiency needed by organizations to achieve their mission-critical business goals and improve productivity.

More than ever, our mission-critical customers face demands for uptime, performance and uncompromising choice for their most critical applications, said Mark Potter, senior vice president, Servers, HP. HP will continue to make innovations to our HP Integrity and HP ProLiant portfolios as well as our HP Nonstop, HP-UX and OpenVMS operating environments with mission-critical Converged Infrastructure all part of our commitment to transform the server landscape while ensuring investment protection for our customers now and into the future.

Apple Upgrades - Not Sexy, But Awesome

With the kick off of Apple's developer conference, the company has announced new hardware and a slew of software advances. Some are true innovations, some are an attempt to catch-up to Android, and some copy features in popular apps. Here's why you should care - and when the changes will land on your phone and laptop:

The Macbook Air gets a refresh with longer battery life and a price cut. The 11-inch model goes from 5 hours of battery life to 9 hours; and the 13-inch model goes from 7 hours of battery life to 12. Both sport upgraded Intel Haswell processors, but neither has the retina displays of the Macbook Pro laptops that Apple touts as visually superior. The new Macbook Airs cost \$999 for the 128GB, 11-inch model and \$1099 for the 128 GB, 13-inch model (a \$100 price drop from the previous model). Both are available now.

Previous Mac computer operating systems have been named after wild felines. But as Apple used up the species options with Panther, Lion, and Snow-Leopard, engineers joked that this would be the first software release delayed by a lack of big-cats. So they switched gears and announced a new theme: California landmarks. Enter Mac OS X Mavericks. Named after the big wave surf spot, this operating system focuses on battery life, with optimization to reduce CPU use by up to 72% and a reduction in energy consumption by power-hungry websites (in the Safari browser only). It wakes from standby mode faster, adds customizable tabs

to the finder for increased file organization, and adds tagging of files for faster searching. Developers can download the new OS now, and it will be available to the public as a download in the fall - presumably for the same cost as the previous version of OS X, \$19.99.

While full details were not released, Apple hardware guru Phil Schiller previewed a new Mac desktop. A work in progress, the Mac Pro will be 2.5 times faster than the current model, boast dual GPUs and up to a 12 core processor configuration. It can also output to the new 4K displays. It has a total redesign with a piano black exterior, and it's shaped like a cylinder (iTrashcan? iBin?). It's much smaller than the current Mac Pro tower but it seems well designed with all the input/output jacks on one side, handles on top, and a fan on the bottom pushing air up through the extensive interior hardware.

The most extensive news from Apple centers on its new operating system for mobile devices. iOS 7 is a significant departure in look and feel from the previous versions of iPhone and iPad software.

A little back-story here: The previous head of iOS development was replaced by Jony Ive, Apple's superstar hardware designer. So this version of iOS is Ive's baby, and it reflects his minimalist ethos: white backgrounds, clean fonts, and hyper-useful design features. The most noticeable design feature is the translucency some of the windows employ to show hierarchy and aid in navigation through the UI. A new, more fluorescent color palette and redesigned icons will give the OS a fresh feel, but many are comparing those design changes to similarities in Android. I also wonder how the white background will affect real-world battery life and eye-strain.

A few overall technical issues: apps will update automatically, all apps can multitask, and the new operating system is optimized to preserve battery life by freezing apps that are running in the background but aren't being used. All of these features and improvements have been announced but not tested, so we'll see how they all run when released in the real world.

Other features in iOS 7:

Apple announced a direct competitor to Pandora. Within iTunes, you will be able to create streaming stations around a song or musical group. If you hear a song you like, you can click the purchase button, and it will be immediately downloaded.

This much needed security feature could radically change the rapid rise in phone thefts. If a phone is stolen, the user can lock it, and without the password, the phone is completely useless. Even if a thief removes the SIM card or tries to uninstall the Find My iPhone App, without the proper password associated with the owner's Apple ID, the phone will remain locked.

New tools to add Instagram-esque filters to your pics, capture square photos (think profile pic thumbnails), and date/location organization of the photos in your phone (Yay - my iPhone photo stream is a hot mess and I need all the help I can get).

Swipe up from the bottom of the screen (even from the lock screen) to access your most common controls: WiFi, Do Not Disturb, Brightness, Bluetooth, etc.

Apple has added a new option for a man's voice and control of more features in the phone like turning Bluetooth on or off, playing voicemails and controlling brightness.

To compete with the Bump app and Samsung's photo transfer feature, iOS 7 will allow you to share files with other iOS users over WiFi. This sounds super handy for photo sharing at events.

The display of certain cars (BMW, Mercedes, Chevy, Nissan, Honda and others) will sync directly with your iPhone and give you control of it through the car's monitor.

The iOS 7 update will be available in the fall, and it will be a free download. It is compatible with the iPhone 4 and up, the iPad 2 and up, and some iPod touches.

Bottom line, Apple has announced some innovative changes and some feature additions that keep them current with the competition. They are holding ground, but no huge announcements today to propel them far ahead of the Android competition. That said, I for one will upgrade to iOS 7 when it comes out.

"Tweet", "Dad Dancing" and "Geekery" Make Oxford Dictionary

"Tweet", "dad dancing" and "geekery" are three of more than 1,200 new or revised words in the latest version of the Oxford English Dictionary (OED) released on Friday.

The dictionary said in a quarterly update on its website that it had expanded its entries for "follow" (verb), "follower" (noun), and "tweet" (noun and verb) to include social media terms that have exploded in the past six years.

According to the dictionary, "tweet" is now a posting on the social networking service Twitter as well as its more traditional meaning: a brief high-pitched sound.

"This breaks at least one OED rule, namely that a new word needs to be current for ten years before consideration for inclusion," said the OED's chief editor John Simpson in a statement. "But it seems to be catching on."

"Crowdsourcing", "flash mob", "geekery" and "dad dancing" also earned a place in an OED now containing 823,000 entries.

"Crowdsourcing" is defined as the practice of obtaining information or services by soliciting input from a large number of people, typically via the Internet and often without offering compensation.

A "flash mob" is a large group of people organized by means of the Internet, or mobile phones or other wireless devices, who assemble in public to perform a prearranged action together and then quickly disperse.

Watchers of "The Big Bang Theory" hit U.S. TV show will recognize "geekery".

It's meaning has been updated from a rarely used term for bizarre circus acts in favor of an obsessive devotion to or knowledge of a particular subject or pursuit and also the state of being a geek or "geekiness".

Other more worthy terms, such as "fiscal cliff", "e-reader" and "fracking" also make appearances alongside an alarm bell for fathers of brides at the height of the wedding season.

Those funky moves on the dancefloor at the wedding reception are unlikely to impress the OED. They are drily captured by the term "dad dancing".

"An awkward, unfashionable, or unrestrained style of dancing to pop music, as characteristically performed by middle-aged or older men," the OED definition reads.

Why 'To Tweet' Is Lowercase But 'To Google' Is Not

The linguistic snobs over at the Oxford English Dictionary have accepted "tweet" as in to post something on Twitter into its exclusive language club because "it seems to be catching on" as a verb in its own right, which got us thinking: how did it get itself lower-case t status? Other brand name verbs don't work like that. Xerox the verb, for example is big X Xerox; the OED has Google the verb as capital G, too. Tweet, though, gets the little t even in The New York Times per the very strict standards editor Philip B. Corbett (that is, if he allows the word at all). "When we do use it, it's lowercase, because it's not a trademark," he told The New York Observer last year. Most people, and now the OED, agree with Corbett's styling, but not exactly for the reason he cites.

The upper versus lower-case distinction does have to do with trademarks, just as Corbett suggested. "The simple answer is that 'tweet' isn't a trademark, or at least it didn't start as one," linguist Ben Zimmer told The Atlantic Wire. A word like Google, because it doubles as both the proper noun and verb Google the company and Google "to search" has always had an official trademark. And in that case, the verb version keeps the style of its proper noun brand-name.

Unlike made-up nouns Google or Xerox, Twitter takes its name from a real verb. "Twitter is a 'suggestive name,' as it is based on an actual word, twitter, imitative of a bird chirping," Zimmer explained to the Wire. "And because of that suggestiveness, early adopter were encouraged to think of 'tweet' as a kindred term, since it too is an onomatopoetic term for a bird's chirping." Both tweet and Twitter as verbs remained acceptable for awhile. And while Twitter got the trademark from the get-go, tweet developed organically and only gained official US Patent and Trademark Office stamp of approval in 2011 long after its colloquial usage began.

At the time of Coburn's controversial style memo, Twitter had already had the trademark. But because it developed as a verb on its own without association to any official branding it took the lower-case t. And, so, as it enters the very particular pages of the OED it will stay that way.

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